Thanks for purchasing Fantasy Root Forest package!
If you have any issue or suggestion, feel free to contact me on: zefaistos@live.com

USING THE ASSETS
To start using the models, drag the prefabs (found in "Prefabs" folder) to the scene.

DEMO SCENES
There are 3 demo scenes included in the project. The scenes are just an example of lightning and composition, and they may be unfinished or lack game design for actual game usage.

In order to achieve the visuals similar to the preview screenshots, you need to set your project Color Space to Linear. To do that, on the top menu select File>Build Settings… and select Player Settings… Now on Inspector, select Other Options, and you can see the Color Space option. Change to Linear in case your project is set to Gamma.

For other lightning settings and image effects, Unity should automatically import the settings information similar to the preview images.

ADDITIONAL DETAILS
The following 3D models make use of particle effects: lightPlant1, lightPlant2 and stone10_light.
If you need to scale those models, make sure to increase the particle size as well. Select the particle effect (child of the model), and change the "Start Size" value of the particle through the inspector.

A simple script to rotate the clouds is also included. Select the cloud prefab on the scene and over the inspector, change the rotation speed. It's recommended a different speed for each cloud, for a nice moving effect.

When you create a new scene, make sure to use the custom halo texture included in this package for the desired effect with the lightPlant prefabs. You can replace the default texture on Window>Lightning>Other Settings, and selecting the included texture on Halo Texture option. The custom texture is called "halo".

Of course, you always have the option to use your own custom halo texture instead.